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I. GETTING STARTED

SYSTEM REQUIREMENTS

Before installing or playing F.E.A.R., please be sure that your computer meets or exceeds the following system requirements.

MINIMUM SYSTEM REQUIRED

- Windows® XP, x64 or 2000 with latest service pack installed
- DirectX® 9.0c (August Edition) or higher
- Pentium® 4 1.7 GHz or equivalent processor
- 512 MB of RAM or more
- 64 MB GeForce™ 4 Ti or Radeon® 9000 video card
- Monitor that can display in 4:3 aspect ratio
- 5.0 GB free Hard Drive Space for installation
- Additional hard drive space for a swap file and saved game files
- DVD-ROM drive
- 16-bit DirectX® 9.0 compliant sound card with support for EAX™ 2.0
- Broadband or LAN connection for multiplayer games
- Mouse
- Keyboard

RECOMMENDED HARDWARE

- Pentium® 4 3.0 GHz or equivalent processor
- 1 GB RAM
- A 256 MB Radeon® 9800 Pro or GeForce™ 6600 or equivalent supported
- DirectX® 9 compliant video card with hardware T&L and pixel shader 2.0 support
- Sound Blaster® X-Fi™ series sound card

SUPPORTED CHIPSETS*

- ATI™ Radeon® 9000 Series, Radeon® 9500 Series, Radeon® 9600 Series, Radeon® 9700 Series, Radeon® 9800 Series, Radeon® X600 Series, Radeon® X700 Series, Radeon® X800 Series, Radeon® X850 Series,
- NVIDIA® GeForce™ 4 Ti series, GeForce™ FX 5900 series, 6600 series, 6800 series, 7800 series

**Please check the readme.txt file for last minute information regarding chipset compatibility.*

INSTALLING AND LAUNCHING THE GAME

See ReadMe

License Agreement:

Please read the End User License Agreement (EULA) before installation begins.

Choose Destination Location:

At this point, you'll need to decide where setup will install the game files.

Select Program Folder:

This screen determines which start menu folder will contain shortcuts to the game and other useful items. If desired, you can specify another directory by clicking on the program folder field and typing in a new name of your choice, or you can choose one of the existing folders from the list. When ready to continue, click Next.

DirectX®:

You will now be prompted to install DirectX® 9.0c to your system. If you are not 100% sure that this is already installed on your system, please select Yes. The game cannot run without these files. If you select yes, then the DirectX® installer will appear after the game installer finishes copying files.

GameSpy Arcade:

If you wish to install GameSpy Arcade, select Yes on this screen, or select No if you do not want to install it at this time. When ready to proceed, click Next. If you select yes, just follow the on-screen instructions to complete the GameSpy Arcade installation. If you change your mind at any time and wish to abort installation of GameSpy Arcade, click Cancel.

After installation, a confirmation screen will appear. Click Finish to exit the installer. Once installation has completed, you can launch the game at any time through the Windows® Start menu.

If you encounter any problems while installing, launching, or playing the game, please refer to the readme.txt file.

THE MENU SYSTEM

Each time the application launches a few splash screens and movie files will be shown. You can abort these by pressing the spacebar. At this point you will be taken to the main menu. To see additional information for any item in the menu system, just place your mouse cursor over the item and read the help text at the bottom of your screen.

Single player:

Select this to start a new single player game or load a previously saved game.

Multiplayer:

Please visit www.joinfear.com

Options:

This will open the F.E.A.R. control panel and allow you to modify many aspects of the game such as key mappings, display settings, and game options.

Profile:

F.E.A.R. was designed so that multiple players can maintain their own unique settings and saved games. Use these options to create, load, or edit your own personal player profile.

Quit:

When you are done playing, use this to quit the game and return to Windows®.

While actually playing a game, you can bring up the system menu by pressing <Esc> at any time. This will pause the game and provide you with these options:

Load game:

Opens the Load Game screen.

Save game:

Opens the Save Game screen.

Options:

Opens the Options screen.

Leave game:

If the System screen is accessed from within a level, the player will be given the option to abort the current game.

Resume game:

Closes the menu window and returns to the game.

Quit:

Quits out to Windows®.

To close the system menu and resume gameplay, press <Esc>.

II. WELCOME TO F.E.A.R.

You must be the new guy. I hear you're one tough son of a bitch. I hope it's true, because we could really use the help. Finding the right people for this team isn't easy, especially with the kind of crap we've been running into lately.

Any special ops team needs to prepare for the unexpected, but with F.E.A.R., you'd better learn to expect the unexpected, and more importantly, believe the unbelievable. You're going to come across stuff you can't explain, and you'll need to be ready to deal with whatever it throws at you. Your own life, as well as the lives of your teammates, will depend on it.

I know you're anxious to get started, but give me a few minutes to bring you up to speed on your equipment.

III. YOUR HEADS-UP DISPLAY (HUD)

Your HUD combines state-of-the-art communications and scanning technology with a wide variety of monitoring equipment. The information it can provide to you in the field is invaluable, so make sure that you know how to use it. Note that the items displayed on the HUD will fade out after a few seconds to save battery power and allow you to see better, but they will reappear as necessary to inform you of any changes. You can also manually instruct the HUD to refresh at any time if you need an update on your overall status.*

**To refresh your HUD, press the Scores/Refresh HUD key. To make the HUD fade out more slowly, more quickly, or not at all, adjust the HUD fade speed bar in the game options menu.*

Incoming Transmission Indicator (Upper Left):

Your teammate's radios are designed to broadcast an identification code at the start of each message. The Incoming Transmission Indicator will show you the name and function of the individual who sent the message.

Arsenal Display (Upper Left):

This displays your current weapons and the total amount of ammo carried for each. Blue icons indicate that the weapon is ready for use, while red indicates that the weapon cannot be used until you find more ammo for it.

Grenade Inventory (Center Left)

Shows the different types of grenades and the number of them that you have. If you have some in inventory, it will be blue. If you are out of inventory, it will be red.

SlowMo Meter (Bottom Center):

Your SlowMo ability is constantly charging whenever you aren't using it. This meter shows how much SlowMo ability you have stored up. If the meter is blue, you are free to initiate SlowMo at any time by pressing the SlowMo key. If the meter is red, you must wait until it turns blue before you can initiate SlowMo. Reflex booster powerups will increase the size of this meter.

Flashlight Meter (Bottom Left):

This meter shows the charge in your flashlight battery. The flashlight will automatically charge up when not in use. You can activate your flashlight whenever the meter is not empty. When on, your flashlight will gradually drain its battery until it's depleted.

Heath Monitor (Bottom Left):

The health monitor shows the severity of your injuries based on readings of your vital signs. The lower it goes, the closer you are to death. The monitor will turn red when you have less than 50 health points, and will blink rapidly if you fall below 25 health points. If it reaches 0, you will die. Frequent use of medkits and medical stations will keep you healthy and maximize your potential for living through your assignments.

Armor Monitor (Bottom Left):

The armor provided to you includes impact sensors that can accurately determine the amount of protection that you are afforded at any given time. Once your armor is gone, you will take a lot more damage from small arms fire, so be sure to pick up any additional armor that you may find lying around.

Crosshair (Center):

At the center of your screen is the crosshair. Use this to aim your weapons at enemies. Your crosshair is electronically tuned to both you and the weapon you are currently carrying. It will automatically resize itself based on your equipped weapon, your stance, and your current movement speed. A smaller crosshair means greater precision.

Grenade Selection (Bottom Right):

While you may be carrying up to three types of grenades at once, you can only have one type ready to throw at any time. This icon will show you the grenade type that you currently have selected. The number to the left of the icon shows how many grenades of this type you have in your inventory. A red icon indicates that you don't have any grenades of the selected type.

Ammo (Bottom Right):

This display shows the amount of ammo left in the weapon you're holding, as well as the total amount of this ammo type that you have remaining. When your gun runs out of ammo, you will automatically reload more of the same ammo type. If there isn't any more ammunition of the same type available, then the next available weapon will be selected.

Medkit Inventory (Bottom Right):

This display shows you how many Medkits you have in your inventory. You can use these to restore some of your health if you get injured. The maximum number of Medkits you can carry is 10.

IV. YOUR ARSENAL

WEAPONS

As the point man for your team, you're going to need the kind of firepower that can get the job done under a wide variety of circumstances. For this reason, we'll be outfitting you with the standard F.E.A.R. loadout for most of your missions:

Your primary weapon is the lightweight **RPL Sub-Machine Gun**. It's fully automatic, has a very high rate of fire, and you can carry around plenty of ammo for it.
It's very handy for dealing with unarmored and fast moving targets.

All F.E.A.R. personnel are outfitted with an **AT-14 Pistol**. Should you come across another pistol in the field, you have been provided with training that will allow you to dual wield them for maximum efficiency.

Once thrown, your **N6A3 Fragmentation grenades** will explode after a specific amount of time, killing or severely injuring anyone within range. They will also explode immediately upon contact with an enemy.

You are fully authorized to swap out your weapons for others that you come across at any time and for any reason.

**Keep in mind that some of the heavier-duty weapons you may encounter will slow you down when equipped and can't hold much ammo, so be careful when discarding your original equipment.*

**To swap your currently selected weapon with one on the ground, stand close to the new weapon, look at it, and press the Use key when the swap icon appears on-screen. You can only carry 3 weapons (or 2 pistols and 2 other weapons) at once, grenades excluded.*

GEAR
Your monitoring equipment will let you know when you're in need of medical attention, but it's up to you to keep yourself patched up and protected.

Medkits can be collected and then used when you need first aid for your wounds. Keep an eye out for these when in the field.

Be on the lookout for replacement **Body Armor** once yours becomes damaged. Armor will help to protect you against standard weapon fire, but it does not protect against explosive or environmental damage.

Health Boosters permanently increase your maximum health by a small amount.

Reflex Boosters permanently increase your maximum SlowMo time.

Ammo Refill Stations will slowly fill up your ammunition reserves when you stand close by. Many stations also have extra grenades. Note that these can only be found in multiplayer games.

Health Stations will slowly regenerate your health whenever you stand close by. Note that these can only be found in multiplayer games.

HAND-TO-HAND COMBAT
As you are well aware, there will always be combat scenarios where hand-to-hand combat is preferable to using weapons. We've been told that you can be a real badass, especially when you combine your moves with that incredible reaction time of yours. The brass is anxious to see you in action, and they are always watching, so don't let them down!

To perform fighting moves in the game, you must use the following combinations of the Fire, Melee, and movement keys.

Press Fire or Melee when all weapons are holstered to throw a simple punch.

Press Melee when holding any weapon to rifle-butt or bludgeon your enemy with your weapon.

To perform a roundhouse kick, press Jump + Melee.

To perform a devastating slide kick, press Forward + Crouch + Melee.

To perform a deadly forward jump kick, press Forward + Jump + Melee.

YOUR SPECIAL ABILITY
You weren't chosen for the government's most secretive special ops team for your combat skills alone, as impressive as I've heard they are. What these guys are really interested in is your Reflexes. You already know what I mean, but let me spell it out for you.

You have the reflexes of a cat on an adrenaline rush. In fact, when they analyzed recordings of some of your training ops, you were moving so fast that they had to play it in slow motion just to see what you were actually doing. My guess is that's how you see your opponents, too, right? In slow motion?

Not exactly the conversational type eh? Oh well, that's all for now. Good luck!

V. MULTIPLAYER

Please visit www.joinfear.com to play Multiplayer.

Deathmatch
Your primary goal in Deathmatch is to kill other players as often as you can before the round ends. If you are killed, you can respawn and continue playing.

Team Deathmatch
In Team Deathmatch you can only score points by killing members of the opposing team. As in Deathmatch, you can respawn if you are killed.

Elimination
In this mode, survival is as important as eliminating your enemies. If you die, you are out for the remainder of the round. The round ends when only the winner is left alive or the time limit is reached.

Team Elimination
Destroy all players on the enemy team while keeping yourself and your teammates alive. The team with any players still standing at the end of the round wins.

SlowMo Deathmatch
Find the reflex booster powerup and hold it as long as you can while fighting off enemies. You will gain points for each second that you hold onto the booster. If you manage to hold onto the booster until your SlowMo meter is fully charged, you may initiate slow motion and deliver some real action-movie style damage to your opponents. While SlowMo is active, the carrier moves roughly twice as fast as everyone else. Once the carrier is killed, the booster can be picked up by another player.

Team SlowMo Deathmatch
This mode plays the same as normal SlowMo Deathmatch, except that when SlowMo is initiated, the carrier's entire team gains the benefits of slow motion. Also, points for holding the reflex booster over time are awarded to the team, not the individual who carries it.

Capture the Flag (CTF)
Two teams battle to steal each other's flag from their base and bring it back to their own flag to score points. Points are also awarded for killing enemies, defending your flag carrier against enemies, defending your base from enemies when the flag is present, and returning your flag to your base if it's dropped by an enemy.

SlowMo CTF
The rules in SlowMo CTF are the same as those for normal Capture the Flag, but a reflex booster that spawns at the very center of the map adds a new dimension to the gameplay. As in SlowMo Deathmatch, the booster will slowly charge up the SlowMo meter of the person who carries it. Once the meter is full, the player may initiate SlowMo at any time to give himself and his teammates a considerable advantage, so don't let the booster fall into enemy hands!

VI. DEFAULT KEY CONFIGURATION CHART

Unmappable Controls	
Menu	<Esc>
Quick Save	<F5>
Quick Load	<F9>

Movement Controls	
Forward	W
Backward	S
Step Left	A
Step Right	D
Turn Left	LEFT
Turn Right	RIGHT
Sidestep (Strafe)	Right CTRL
Walk	<Unassigned>
Jump	Space
Crouch	C
Lean Left	Q
Lean Right	E
Toggle Walk	<Unassigned>

Interaction	
Fire	Mouse Button 0
Melee	Mouse Button 1
Throw Grenade	G
Use	F
Reload	R
Aim/Zoom	Shift
SlowMo	CTRL
Flashlight	X

Inventory	
Weapon Slot 1	1
Weapon Slot 2	2
Weapon Slot 3	3
Next Weapon	Mouse Wheel Down
Previous Weapon	Mouse Wheel Up
Last Weapon	<Unassigned>
Select Frag Grenade	4
Select Proximity Grenade	5
Select Remote Bomb	6
Next Grenade	<Unassigned>
Use Medkit	Z
Holster Weapon	H

Status	
Scores/Refresh HUD	TAB
Misson Status	M
Talk	T
Team Say	Y
Team Radio	V
Look Up	UP
Look Down	DOWN
Center View	End

VII. CREDITS

To see a list of credits of those who brought you this game, please go to www.whatisfear.com

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WB Games Customer Support
e4e Technical Support
10720 Gilroy Road
Hunt Valley, MD. 21031

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